

THE ATARI 400/800 COMPUTER SYSTEM

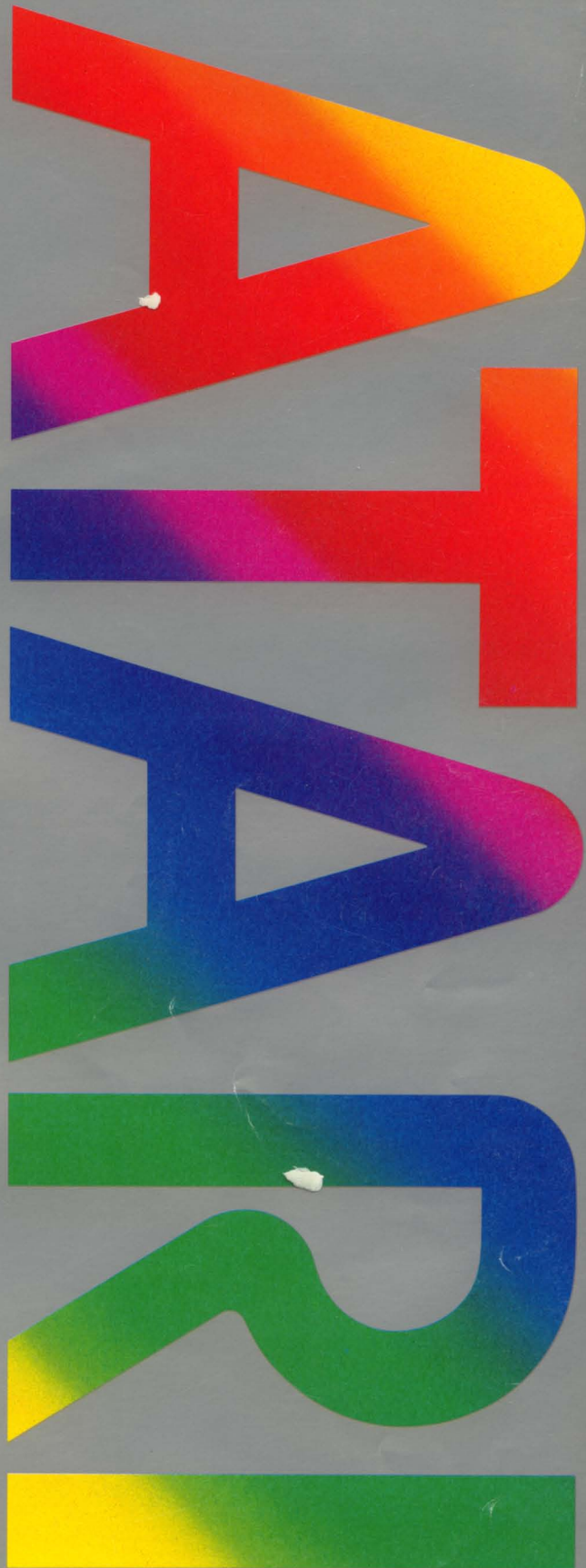
# THE ATARI<sup>®</sup> 410<sup>™</sup> PROGRAM RECORDER



## OWNER'S GUIDE



A Warner Communications Company





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## THE ATARI 410<sup>™</sup> PROGRAM RECORDER OWNER'S GUIDE

Now that you have an ATARI 410 Program Recorder, you have an economical data storage and retrieval system for your ATARI Home Computer.

In this booklet you'll discover how easy it is to connect the Program Recorder to your Home Computer. You will also learn how to load pre-recorded ATARI Computer cassette programs, and how to save and load your own programs.

Please refer to your ATARI 400<sup>™</sup> or ATARI 800<sup>™</sup> Home Computer Owner's Guide for proper connection of your TV and setup of your ATARI Home Computer.



# INSTALLATION



- 1** Plug the ATARI 410 Program Recorder data cord into the jack labeled PERIPHERAL on the right side of your ATARI Home Computer.

Or, if you have an ATARI 810™ Disk Drive, an ATARI 820™ Printer, or an ATARI 822™ Printer, plug the Program Recorder data cord into one of the I/O connectors on the back of the disk drive or printer. Plug the disk drive or printer data cord into the peripheral jack on the computer console.



- 2** Plug the power cord that comes out of the back of the ATARI 410 Program Recorder into the wall outlet.



- 3** Insert the ATARI BASIC cartridge, if required.



- 4** Turn on the television and the computer. The television screen will display a READY prompt.



# BUTTON FUNCTIONS



REC (RECORD) enables the computer to save (record) programs or data onto the cassette. To start recording, press down both the REC and PLAY buttons simultaneously.



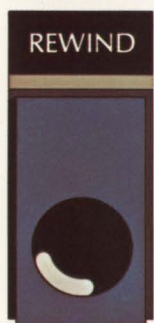
To stop the cassette tape, press the STOP/EJ. button halfway down. To insert or eject the cassette tape, press the button all the way down.



PLAY positions the tape so the computer can read information from the cassette. However, you must press a key on the computer console (usually the RETURN key) for the tape to start turning.



PAUSE temporarily suspends the operation of the Program Recorder during record or play. Press the PAUSE button once to suspend operation, then press it again to restart.



REWIND quickly winds the cassette tape backward.



ADVANCE quickly winds the cassette tape forward.

COUNTER RESET BUTTON resets the tape counter to 000. The tape counter helps you locate a program on the cassette once you make note of the number showing through the tape counter window when recording.





# LOADING CASSETTE PROGRAMS

The following are general loading instructions, as each prerecorded cassette has its own specific directions for loading a program into the computer.



**1** Make sure the ATARI BASIC cartridge is inserted into your Home Computer.



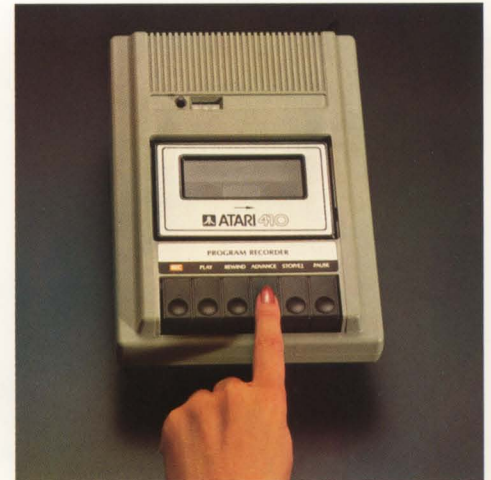
**2** Insert the program cassette into the Program Recorder.



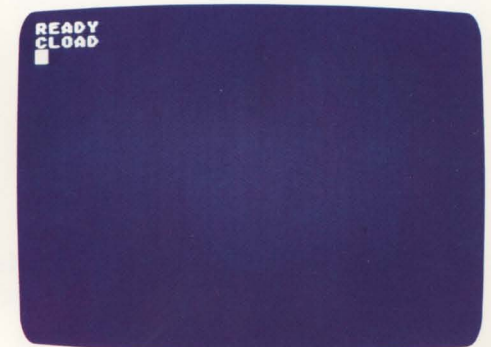
**3** Turn on the television, and then the computer. The television screen will display a READY prompt.



**4** If you are using a pre-recorded cassette, rewind the tape to its beginning and continue with step 6.



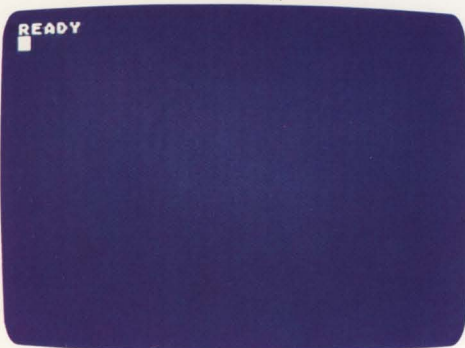
**5** If you are using your own cassette program, locate the program you want on the tape by pressing either REWIND or ADVANCE. Refer to the tape counter for the program's location (if you previously made note of it).



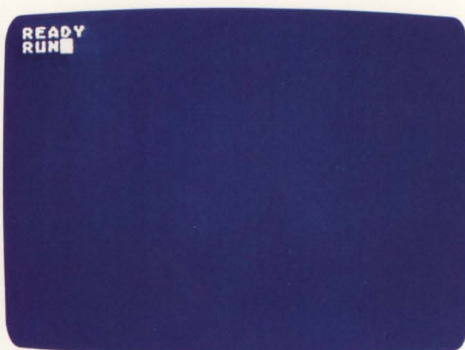
**6** Type `CLOAD` and press `RETURN`. You will then hear a beep from the computer to remind you to press PLAY on the Program Recorder.



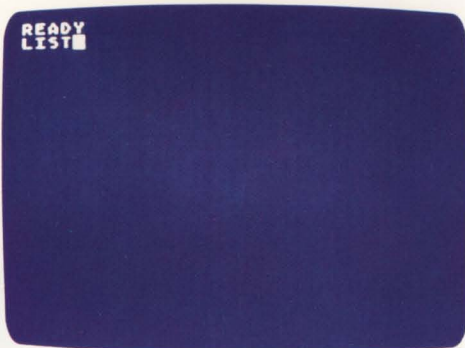
**7** After pressing the PLAY button on the Program Recorder, press the **RETURN** key again on the computer console. The cassette tape will start turning and the computer will load the program into its memory.



**8** When the tape stops, your program has been loaded from the cassette to the computer. The television screen displays a READY prompt.



**9** To run the program you have loaded into the computer, type **R U N** and press **RETURN**.



If you are running your own cassette program and want to list your program on the screen, type **L I S T** and press **RETURN**.





# SAVING PROGRAMS TO CASSETTE

Although the recommended procedure for saving a program is to store only one program per tape side, it is possible to save several programs on each side of a blank cassette.



**1** Make sure the ATARI BASIC cartridge is inserted into your Home Computer.



**2** Insert a blank cassette into the Program Recorder.



**3** Turn on the television, and then the computer.



**4** Rewind the tape to the beginning.



**5** Set the counter to 000. If you are only saving one program on that side of the cassette, you are now ready to record. If you have other programs on that side, continue with step 6.



**6** Press ADVANCE on the Program Recorder to wind the tape forward to the end of the last program recorded. Then wind the tape forward approximately 10 more counts (to make sure you do not record over another program). Now you are ready to record the next program. Make note of the tape count, then type `CSAVE` and press `RETURN` on the computer. You will hear two beeps (to remind you to press both PLAY and RECORD), then press `RETURN` again on the computer. The cassette will begin recording.

Always write down the program's first and last counter numbers so you can easily find them.



# MAINTAINING YOUR CASSETTES



TAPE LEADER

If you get an Error 143 or Error 138 message on your television screen during a loading procedure, your tape leader (the non-magnetized strip wound ahead of the actual recording tape) might be too long. As a result, the computer may be trying to read data where no data exists. Should this occur, rewind the tape to the beginning, then advance it approximately 10 counts. Now begin the loading procedure again.



If you are recording your own program on a new cassette you will see two tabs on the back end of the cassette. The tabs make it possible for you to write (or save) programs to the cassette. If you do not want your programs or data erased accidentally after you have finished recording on both sides of the tape, break off these tabs (all pre-recorded tapes are sold with the tabs broken off). If you want to record over data or programs already stored on a cassette, place cellophane tape over the areas where the tabs were. This will deactivate the write-protect features of the cassette.

The following suggestions will help keep your cassettes and the programs they contain in good condition.



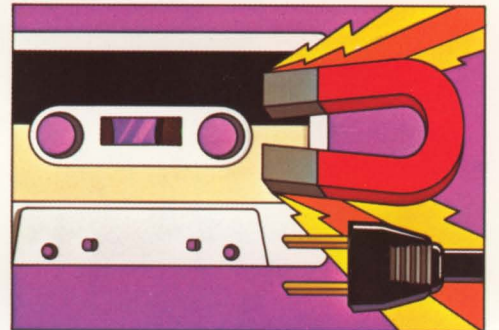
Keep the cassettes dry.



Do not expose them to extreme heat or cold.



Avoid touching the tape or pulling it out of the cassette casing.



Keep them away from magnets and electrical or electronic equipment (do not store them on top of or near your TV).



Keep cassettes in their protective boxes when not in use.



Clean the tape path on the Program Recorder periodically.



# CLEANING YOUR ATARI 410 PROGRAM RECORDER

Clean the tape path with a good tape-head cleaner (available at most record or stereo shops) or 95% denatured alcohol.



Wet a cotton swab with the cleaner and wipe the tape heads, capstan and pinch roller. Be careful not to leave bits of cotton behind. The capstan and pinch roller are best cleaned while they are turning. To do this, turn on your computer with the ATARI BASIC cartridge inserted, press STOP/EJ. to open the cassette door, then press PLAY on the recorder. Type **C L O A D** and press **RETURN** on the computer console. When the computer beeps, press **RETURN** again. The capstan will turn for about 20 seconds.

To clean the exterior of your Program Recorder, disconnect it from the computer and the wall socket. Wipe the exterior casing with a damp cloth. Mild detergent may be used, but avoid using strong solvents or cleaners on the plastic case.



ERASE HEAD

RECORD-PLAYBACK  
HEAD

CAPSTAN

PINCH ROLLER

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because ATARI, INC. is constantly improving and updating the computer software and hardware, we are unable to guarantee the accuracy of the printed material, or accept responsibility for errors or omissions after the date of publication.

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